



<b>STR</b>	<b>+0</b>	<b>+2</b> PROFICIENCY BONUS
11		
		<b>SAVING THROWS</b>
DEX	+2	+0 Strength Saves +2 Dexterity Saves +2 Constitution Saves -1 Intelligence Saves +3 Wisdom Saves *+5 Charisma Saves ** Prof. bonus added
15		
CON	+2	
14		
INT	-1	
9		
WIS	+1	
13		
CHA	+3	
16		

Warlock 1

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CLASS & LEVEL

Human

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RACE/ANCESTRY/HERITAGE

Charlatan

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BACKGROUND**ARMOR CLASS (AC)****INITIATIVE****SPEED****13**    **+2**    **30 ft.****Armor Worn:** leather armor**HIT POINTS**    **HIT DICE**  
**10**    **1d8****DEATH SAVES:** Success O O O Fail O O O

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WEAPON & UNARMED ATTACKS**Basic Attack.** One target per Attack action.**Dagger, Melee or Ranged Weapon Attack:** +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)**Dagger (offhand as bonus action).** As above but only 1d4 piercing damage.**Quarterstaff, Melee Weapon Attack:** +2 to hit, reach 5 ft. **Hit:** 1d6+0 bludgeoning damage. (If used two-handed in melee, does 1d8+0 damage.)

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MAGIC, FEATS & SPECIAL ATTACKS**Eldritch Blast Cantrip.** *Ranged Spell Attack:* +5 to hit, target one creature within 120 ft. range. *Hit:* 1d10 force damage with 1 beam(s). (If more than one beam, blast can be used as multiple beams of 1d10, each with separate attack roll to hit as one attack action.)

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INVOCATIONS

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SPELLS**Spellcasting [PHB p. 201]**Spell Attack Modifier +5  
Spell Save DC 13**Cantrips Known:** *Eldritch Blast, True Strike***Known Spells** (1 spell slots)*Dissonant Whispers, Hex*

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EQUIPMENT & TREASURE**Carried Gear [PHB, p. 143]:** leather armor (AC 11), two (2) daggers, quarterstaff, disguise kit (cosmetics, hair dye, props, etc.), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 35 lbs.; add 1 lb. per 50 coins carried.)

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CHARLATAN BACKGROUND [PHB p. 128]

- **Feature:** False Identity.
- **Traits:** Can't resist showing off card tricks. Thick accent.
- **Ideal:** Trust in the whims of fate.
- **Bond:** Atoning for past crime.
- **Flaw:** Addicted to gambling.

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PROFICIENCIES & LANGUAGE

**Armor:** light armor  
**Weapons:** simple weapons  
**Tools:** disguise kit, forgery kit  
**Saving Throws:** Wisdom, Charisma  
**Skills:** Arcana, Deception, Intimidation, Sleight of Hand  
**Languages:** Common, Deep Speech

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RACE

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HUMAN TRAITS [PHB p. 29]

- Creature Type: Humanoid
- Age: 32 years old
- Medium Size (5' 5", 155 lbs.)

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CLASS

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WARLOCK CLASS FEATURES [PHB p. 106]

- Otherworldly Patron (The Demiurge, mysterious pre-deity)
- Pact Magic (all cast as 1st level spells, regain spell slots after short or long rest)
- Awakened Mind (telepathic speech to any one creature with language within sight to 30 feet)

**Coins & Gems:** 9 gold pieces (gp); 46 silver pieces (sp); 4 copper pieces (cp); 2 gems (worth 10 gp each)